Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Withdrawn) A computer-implemented method comprising:

receiving user input drawing a paint stroke during a time period;

defining the paint stroke using a plurality of position values for the paint stroke based on the drawing;

defining the paint stroke using a plurality of time values for the paint stroke based on the drawing, the plurality of time values being in the time period and being associated with values for one or more stroke parameters, each stroke parameter value representing an appearance attribute of the stroke occurring at a time value;

associating the position values with a first set of the time values and respective stroke parameter values occurring in the time period;

modifying the stroke parameter values such that each stroke parameter value is associated with a second set of time values in the time period, the second set of time values being different from the first set of time values; and

storing the defined paint stroke.

2. (Cancelled)

3. (Withdrawn) The method of claim 1, wherein, the association of parameter values with time values is defined as a function.

4. (Withdrawn) The method of claim 3, wherein:

the function is piecewise linear.

5. (Withdrawn) The method of claim 3, wherein:

a different function is used for each parameter.

6. (Withdrawn) The method of claim 3, wherein:

the function is implemented as a table.

7. (Cancelled)

8. (Withdrawn) The method of claim 1, further comprising:

generating a first instance of the stroke;

changing the stroke by changing the time value associated with a parameter value;

generating a second instance of the stroke that corresponds to the changed stroke; and

interpolating between the first and second instances to generate one or more additional instances of the stroke.

9. (Withdrawn) The method of claim 8, wherein:

the first instance and the second instance each correspond to a keyframe of an animation, the animation having an animation time frame, each keyframe corresponding to a time point in animation time; and

the time value is changed as a function of animation time.

10. (Withdrawn) The method of claim 9, wherein, in the first instance or the second instance of the stroke, not every parameter has a defined value.

11. (Withdrawn) A computer program product, tangibly stored on a computer-readable medium comprising instructions operable to cause a programmable processor to perform operations comprising:

receiving user input drawing a paint stroke during a time period;

defining the paint stroke using a plurality of position values for the paint stroke based on the drawing;

defining the paint stroke using a plurality of time values for the paint stroke based on the drawing, the plurality of time values being in the time period and being associated with values for one or more stroke parameters, each stroke parameter value representing an appearance attribute of the stroke occurring at a time value;

associating the position values with a first set of the time values and respective stroke parameter values occurring in the time period;

modifying the stroke parameter values such that each stroke parameter value is associated with a second set of time values in the time period, the second set of time values being different from the first set of time values; and

storing the defined paint stroke.

12. (Cancelled)

13. (Withdrawn) The product of claim 11, wherein, the association of parameter values with time values is defined as a function.

14. (Withdrawn) The product of claim 13, wherein:
the function is piecewise linear.

15. (Withdrawn) The product of claim 13, wherein:
a different function is used for each parameter.

16. (Withdrawn) The product of claim 13, wherein:
the function is implemented as a table.

17. (Cancelled)

18. (Withdrawn) The product of claim 11, further comprising:

generating a first instance of the stroke;

changing the stroke by changing the time value associated with a parameter value;

generating a second instance of the stroke that corresponds to the changed stroke; and

interpolating between the first and second instances to generate one or more additional instances of the stroke.

19. (Withdrawn) The product of claim 18, wherein:

the first instance and the second instance each correspond to a keyframe of an animation, the animation having an animation time frame, each keyframe corresponding to a time point in animation time; and

the time value is changed as a function of animation time.

20. (Withdrawn) The product of claim 19, wherein, in the first instance or the second instance of the stroke, not every parameter has a defined value.

21. (Withdrawn) A system comprising:

receiving user input drawing a paint stroke during a time period;

defining the paint stroke using a plurality of position values for the paint stroke based on the drawing;

defining the paint stroke using a plurality of time values for the paint stroke based on the drawing, the plurality of time values being in the time period and being associated with values for one or more stroke parameters, each stroke parameter value representing an appearance attribute of the stroke occurring at a time value;

associating the position values with a first set of the time values and respective stroke parameter values occurring in the time period;

modifying the stroke parameter values such that each stroke parameter value is associated with a second set of time values in the time period, the second set of time values being different from the first set of time values; and

storing the defined paint stroke.

22. (Withdrawn) The system of claim 21, wherein:

the association of parameter values with time values is defined as a piecewise linear function implemented as a table where a different function is used for each parameter.

23. (Withdrawn) The system of claim 21, further comprising:

means for generating a first instance of the stroke;

means for changing the stroke by changing the time value associated with a parameter value;

means for generating a second instance of the stroke that corresponds to the changed stroke; and

means for interpolating between the first and second instances to generate one or more additional instances of the stroke.

24. (Withdrawn) The system of claim 23, wherein:

the first instance and the second instance each correspond to a keyframe of an animation, the animation having an animation time frame, each keyframe corresponding to a time point in animation time; and

the time value is changed as a function of animation time.

25. (Withdrawn) The system of claim 24, wherein, in the first instance or the second instance of the stroke, not every parameter has a defined value.

26. (New) A computer-implemented method comprising:

receiving user input drawing a paint stroke during a time period;

associating a first set of time values in the time period with one or more parameter values, each of the one or more parameter values representing an appearance attribute of the paint stroke occurring at a time value; and

associating a second set of time values with the parameter values in the time period, the second set of time values being different from the first set of time values.

27. (New) The method of claim 26, further comprising:

associating independently the parameter values and the position values with the first set of time values.

28. (New) The method of claim 26, wherein, the association of parameter values with time values is defined as a function.

29. (New) The method of claim 28, wherein:

the function is piecewise linear.

30. (New) The method of claim 28, wherein:

a different function is used for each parameter value.

31. (New) The method of claim 28, wherein:

the function is implemented as a table.

32. (New) The method of claim 26, further comprising:

generating a first instance of the paint stroke;

changing the paint stroke by changing the time value associated with a parameter value;

generating a second instance of the paint stroke that corresponds to the changed paint stroke; and

interpolating between the first and second instances to generate one or more additional instances of the paint stroke.

33. (New) The method of claim 32, wherein:

the first instance and the second instance each correspond to a keyframe of an animation, the animation having an animation time frame, each keyframe corresponding to a time point in animation time; and

the time value is changed as a function of animation time.

34. (New) The method of claim 33, wherein, in the first instance or the second instance of the stroke, not every parameter has a defined value.

35. (New) A computer program product, tangibly stored on a computer-readable medium comprising instructions operable to cause a programmable processor to perform operations comprising:

receiving user input drawing a paint stroke during a time period;

associating a first set of time values in the time period with one or more parameter values, each of the one or more parameter values representing an appearance attribute of the paint stroke occurring at a time value; and

associating a second set of time values with the parameter values in the time period, the second set of time values being different from the first set of time values.

36. (New) The product of claim 35, wherein the operations further comprises:

associating independently the parameter values and the position values with the first set of time values.

37. (New) The product of claim 35, wherein, the association of parameter values with time values is defined as a function.

38. (New) The product of claim 37, wherein:

the function is piecewise linear.

39. (New) The product of claim 37, wherein:

a different function is used for each parameter value.

40. (New) The product of claim 37, wherein:

the function is implemented as a table.

41. (New) The product of claim 35, wherein the operations further comprises:

generating a first instance of the paint stroke;

changing the paint stroke by changing the time value associated with a parameter value;

generating a second instance of the paint stroke that corresponds to the changed paint stroke; and

interpolating between the first and second instances to generate one or more additional instances of the paint stroke.

42. (New) The product of claim 41, wherein:

the first instance and the second instance each correspond to a keyframe of an animation, the animation having an animation time frame, each keyframe corresponding to a time point in animation time; and

the time value is changed as a function of animation time.

43. (New) The product of claim 42, wherein, in the first instance or the second instance of the stroke, not every parameter has a defined value.

44. (New) A system comprising:

a display device; and

one or more processors capable of interacting with the display device and performing operations comprising:

receiving user input drawing a paint stroke during a time period;

associating a first set of time values in the time period with one or more parameter values, each of the one or more parameter values representing an appearance attribute of the paint stroke occurring at a time value; and

associating a second set of time values with the parameter values in the time period, the second set of time values being different from the first set of time values.

45. (New) The system of claim 44, the operations further comprises:

associating independently the parameter values and the position values with the first set of time values.

46. (New) The system of claim 44, wherein the association of parameter values with time values is defined as a function.

47. (New) The system of claim 46, wherein:

the function is piecewise linear.

48. (New) The system of claim 46, wherein:

a different function is used for each parameter value.

49. (New) The product of claim 46, wherein:

the function is implemented as a table.

50. (New) The system of claim 44, wherein the operations further comprises:

generating a first instance of the paint stroke;

changing the paint stroke by changing the time value associated with a parameter value;

generating a second instance of the paint stroke that corresponds to the changed paint stroke; and

interpolating between the first and second instances to generate one or more additional instances of the paint stroke.

51. (New) The system of claim 50, wherein:

the first instance and the second instance each correspond to a keyframe of an animation, the animation having an animation time frame, each keyframe corresponding to a time point in animation time; and

the time value is changed as a function of animation time.

52. (New) The system of claim 51, wherein, in the first instance or the second instance of the paint stroke, not every parameter has a defined value.